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1 [Shadows: Rendering fake soft shadows with smoothies](#)



Eric Chan, Frédo Durand

June 2003 **Proceedings of the 14th Eurographics workshop on Rendering**

Full text available: pdf(3.03 MB)

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We present a new method for real-time rendering of shadows in dynamic scenes. Our approach builds on the shadow map algorithm by attaching geometric primitives that we call "smoothies" to the objects' silhouettes. The smoothies give rise to fake shadows that appear qualitatively like soft shadows, without the cost of densely sampling an area light source. The soft shadow edges hide objectionable aliasing artifacts that are noticeable with ordinary shadow maps. Our algorithm computes shadows effi ...

Keywords: programmable graphics hardware, projective texture mapping, soft shadow algorithms

2 [Efficient algorithms for geometric optimization](#)



Pankaj K. Agarwal, Micha Sharir

December 1998 **ACM Computing Surveys (CSUR)**, Volume 30 Issue 4

Full text available: pdf(577.74 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We review the recent progress in the design of efficient algorithms for various problems in geometric optimization. We present several techniques used to attack these problems, such as parametric searching, geometric alternatives to parametric searching, prune-and-search techniques for linear programming and related problems, and LP-type problems and their efficient solution. We then describe a wide range of applications of these and other techniques to numerous problems in geometric optim ...

Keywords: clustering, collision detection, linear programming, matrix searching, parametric searching, proximity problems, prune-and-search, randomized algorithms

3 [A scalable hardware render accelerator using a modified scanline algorithm](#)



Michael Kelley, Stephanie Winner, Kirk Gould

July 1992 **ACM SIGGRAPH Computer Graphics , Proceedings of the 19th annual conference on Computer graphics and interactive techniques**, Volume 26 Issue 2

Full text available: pdf(2.52 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: data sharing, low bandwidth, low cost, scanline

4 GraalBench: a 3D graphics benchmark suite for mobile phones



Iosif Antochi, Ben Juurlink, Stamatis Vassiliadis, Petri Liuha

June 2004 **ACM SIGPLAN Notices , Proceedings of the 2004 ACM SIGPLAN/SIGBED conference on Languages, compilers, and tools**, Volume 39 Issue 7

Full text available:  pdf(439.20 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper we consider implementations of embedded 3D graphics and provide evidence indicating that 3D benchmarks employed for desktop computers are not suitable for mobile environments. Consequently, we present GraalBench, a set of 3D graphics workloads representative for contemporary and emerging mobile devices. In addition, we present detailed simulation results for a typical rasterization pipeline. The results show that the proposed benchmarks use only a part of the resources offered by c ...

Keywords: 3D graphics benchmarking, embedded 3D graphics architectures

5 GROOP: an object-oriented toolkit for animated 3D graphics



Larry Koved, Wayne L. Wooten

October 1993 **ACM SIGPLAN Notices , Proceedings of the eighth annual conference on Object-oriented programming systems, languages, and applications**, Volume 28 Issue 10

Full text available:  pdf(1.68 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

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